VSSprite

+ VSSprite()
+ VSSprite()
+ VSSprite()
+ ~VSSprite()
+ LoadSuccess()
+ Draw()
+ DrawHere()
+ Rotate()
+ SetRotation()
+ GetRotation()
and 15 more...

+sprite

Radar::ViewArea

+ position
+ size

+ ViewArea()
+ SetSprite()
+ Scale()
+ GetColor()
+ IsActive()